

## OPENING SHOT

First, does anyone know what the significance of December 10th is? No? Well, I'm not surprised really because December 10th is the anniversary of a little known event in Canadian Diplomacy history. It was exactly 1 year

ago today that I faked the 13th issue of INFIDEL. Yes, it was I, Ron Brown who put out that typical INFIDELISH Christmas issue of Clive's and Nick's zine.

Red,  
I copied ESSENTIALS  
OF TERRITORIAL EXPANSION  
From a Sake PASSCHENDAELE  
(circa 1980).

I did not realize your  
authorship until I read  
SNAFU. Please do not  
tell Linsey that I plagiarized  
it?

clive Tonge!

At the time, I was operating on a very small scale with just 1 MENSA game. I had just met Francois Cuerrier (YCHHH) and he had persuaded me to branch out into the mainstream of the hobby by opening up SNAFU to the riff raff. This seemed like a good idea to me but I was a little unsure about going public so I decided to try doing a fake first. I understand that others have copied this method since. The result was the fake INFIDEL #13. Mailing was no problem since I just popped it into the mailbox on one of my visits to the out-laws (nice folks. Really!).

To say that I was underwhelmed by the response was an understatement. In talking to Clive during the past summer he had absolutely no conception that I had done it. Oh well, that's the trouble

with faking Canadian zines - Nobody gives a shit!

1 1 2 2 3 3 4 4 5 5 6 6 7 7 8 8 9 9 1 1 1 1

On to more personal news. Ann and I have decided to name our first born Alan if it is a boy (After Alan Calhamer) and Peggy if it is a girl (after Peggy Gegamimi). All in all, Ann and I would like to have 5 children so that we can all sit around the fire on those cold December nights and play Diplomacy. However, we would settle for 3 kids and leave Italy and Germany as neutrals.

Sorry Steve (Hutton), the standby situation was too numerous to list on the front page. Turn to page 10 for a complete wrap up.

SNAFU is a zine devoted to the postal play of Diplomacy and its variants. Diplomacy is a game invented by Allan Calhammer, published in Canada by House of Games Corp., Bramalea, Ontario.

SNAFU! is published by Ronald James Brown, RR#1, Brennan's Hill, Low, Quebec, JOX 2C0. Telephone: 422-3215 (819 area code) (10AM-10PM)

Subscriptions: \$6 for 12 issues.

Game Fees: \$4.00 for Regular Diplomacy; \$5 for variants.

79HA, 79AE, 780, 80AM and 80HM.

These games, Orphans 1 - 5, have been passed on to a new zine that has just started up. It seems that Bill LaFosse, Nick Russon, Clive Tonge and Bob Albrecht have decided to pool their resources and start up a brand new Canadian zine. It's name will be - TAKE THE MONEY AND RUN. I have seen issue #1 and it looks good!

Bill will be resuming 79HA and Nick will take back the other 4. Subs can be arranged by sending (many) small unmarked bills to Bill LaFosse 15 Cory Cr, Trenton, Ontario, K8V 5W7. Normally I would be hesitant to do this but with a former CDO Orphan Games Director, the current CDO Novice packet co-ordinator and a Trenton Policeman how can you go wrong?

NORTH 1 and NORTH 2.

Games will be sent to the players only!

MENSA 12.

Since youse guys are so smart, guess where this game report is!

Variant 1, conquest of the new world!

rules clarrification. Denote under VIII (34bD) that an amendment to an amendment may be amended but not an amendment to amended amendment. Change VIX (54Df) to "Army/sea/air units may only be formed on consecutive non-aligned coastal non-occupied sea spaces unless it was vacated in the immediately preceding non-aligned -player-phase. Clear? Makes sense to me!

654 54 234 765 454 987 654 321 972 325 809 2134 56

QUIZ

Only Gary Coughlan managed to answer the last quiz. The correct answer was 'They are both fags and were secretly married to each other in 1967'! Now Gary, how did you know that?

PUBLIC SERVICE ANNOUNCEMENT!  
The article which was to appear here has been withdrawn and will appear after the trial when press restrictions are lifted. In the meantime I'll use this space for personal notes.

## SOUTHERN ONTARIO GAME - SOG 1.

BACKGROUND.

I felt kind of bad about the way that I publicly ridiculed those players in Southern Ontario so I decided to make it up to them by running a very special all-southern-Ontario game. I sent out flyers to all southern Ontario players and managed to get 7 interested. Sorry guys, about all the nasty things that I said.

SPRING 01:

AUS (Trevor Baillie): A Ven - Tri (NSU), A Rom - Ven (NSU), F Nap - Ion (NSU), A Bud\*, A Vie\* and F Tri\* unordered H.

ENG (Barry Hickey): NMR! F Lon\* H, F Edi\* H, A Lpl H\*.

FRA (Dave Weatherhead) NMR! F Bre\* H, A Par\* H, A Mar\* H.

GER (Mike Carroll): NMR! A Mun \* H, A Ber\* H, F Kie H\*.

ITA (Clive Tonge): F Ion - Tun (NSU), A TRO - TRO (NSU & ?), A Ven\* S A TRO - TRO, F Nap\* and A Rom\* H unordered.

RUS (Nick Russon): NMR! F StP\* H, F SEV H\*, A MOS\* H, A WAR\* H.

TUR (Dave Carter): F Ank - Bla\*, A Smy - Arm\*, A Con - Bul\*.

NOTE: Dave Carter has resigned citing the fact that noone has wrote to him. With all these unexpected NMR's I'm not sure how to handle this and still keep it an all southern Ontario Game. Let's try:

George Mills, 1923 Westminster ave, Windsor, N8T 1X5 assume the Turkish position. Dave Carter of 118 Horsham ave, Willowdale, M2N 1Z9 standby for England, Barry Hickey stand by for France. Barry's address is 679A St Clair ave W, Toronto, M6C 1A7. Clive Tonge of no fixed address standby for Russia and would Nick Russon standby for Germy. Trevor, I think that you are a little confused about your country?

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## ZINE PLUGS!

EUROPA EXPRESS by Gary Coughlan (pronounced Geary Coughlan) 4614 Martha Cole lane, Memphis, TN, 38118. I consider EUROPA EXPRESS to be the caviar of zines - it's salty and reeks of fish! Hrok, Hrok! Actually, considering his handicap Gary puts out a very good zine. He always has lots of nice letters from inconsequential people in Europe and articles by US Serviceman in Europe about the pressure of 'pushing the button'. He even inserts ugly photographs of people purporting to be subbers. \*\*\*½

BLACK FROG by Jack H. Masters 25711 N Vista Fwys Dr, Valencia, CA, 91355. Jack deserves his #1 ranking in this year's Leeder Poll. BLACK FROG has a gimmick in that its pages are upside down and stapled in reverse.

PASSCHENDAELE by Francois Cuerrier Box 32, STA a, Ottawa, Ont, K1N OT9. Francois publishes bi-annually now but with the conditions in the Canadian Post Office this is just about right to get orders in on time. Francois is in need of standbys for his games. It seems that a lot of people cannot keep up with the quick deadlines! Playing in PASSCHENDAELE is very exciting since you never know when the next issue will arrive.

TAKE THE MONEY AND RUN by a conglomerate of Canadian pubbers but the ring-leader is Bill LaFosse (Address on P 2). Runs reg dip at various deadlines and pbm version of Third Reich.

# ESSENTIALS OF TERRITORIAL EXPANSION by Francois Cuerrier.

Playing Diplomacy is just like playing a game. The player must obviously be number one in order to win. I have of course been number one so often I forget how many times I have been number one. I am therefore an Authority. That is why my articles are always Number one.

When you play Diplomacy there are a lot of dots on the board. These are called supply centres and they are very nice to have. You have to have a lot of them in order to be number one, as I have been so many times. I know this is a hard concept for all you novices to grasp, but it is actually very simple. Really.

Let us say you are Germany. You own Berlin, Kiel and Munich. That is three and already quite-a-lot. But you need more in order to win. Let us look nearby. Yes, you will see other dots, but you do not own them. Near to you are: Denmark, Holland, Belgium, Sweden, Paris, Warsaw, Vienna, Venice and Marseilles. For reasons I will explain to you in another article you can only get three of them in 1901. I recommend you get Belgium, Holland and Denmark. They are easier to pick on.

After you get Belgium, Holland and Denmark, you can get some more. You can get Paris, Sweden, Warsaw and Vienna for instance. That is 3 plus 3 plus 4 which is 10, and you're already half-way to being Number One, which I have been times without number. Once you get 18 of the dots, you have won.

Getting 18 dots (supply centres) is thus the most important essential of territorial expansion. The player must bear this in mind and try to get bigger and bigger and bigger. It is not a good idea to get smaller and smaller and smaller because then you will lose supply centres (dots).

There are reasons why you might not get bigger and bigger and might get smaller and smaller. These will be a little hard for all you Novices to grasp, but I will cover them for you in a later article. I can't tell you about it now, but here is a hint: The next article will be called "Other Players". I'm sure that you will be on pins-and-needles until that comes out.

Until then, remember about getting bigger and bigger, That is important. That does not only apply to Germany. No. It applies also to Austria and England and Italy and Turkey and France and Russia. It is also good to remember that if you are Turkey, for instance, you do not own Berlin, Kiel, and Munich to start. I'll cover that in another article.

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## GETTING REVENGE FOR A STAB part 1. By Gary Coughlan.

So your game long ally in 1981 FU has just stabbed you and you want revenge, and want it bad. Well if he lives in a city near you, here is one good way to get it.

Go to a discount bookstore; some place where they sell discontinued books at bargain prices. Buy as many copies of the cheapest hard-cover book you can get. A Larger arty-type book with a lot of pictures is best. Twenty bucks should get you a dozen copies but get as many more as you can afford. Now write boldly on the flyleaf of each copy: "This book the property of ((Your former ally)). If found, return to ((Your former allies present address)). \$100 reward for returning." Scatter the inscribed books about your former allies home town. Leave them in the toughest ghettos, or in bars near docks. Other good places to leave them are among the cheapest seats in the local stadium, or in the locker room of the scrubbier training gym for boxers in the area.

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## THE INVENTION OF DIPLOMACY.

As the second World War ended in 1945, Allan B. Calhamer read an article in LIFE magazine on the subject of postwar planning. The article reviewed the congress of Vienna and the years up to 1914, arguing that a world containing several great powers of approximately equal strength would offer the best guarantee of peace because whenever one of the powers acted aggressively, the others would unite and prevent war by threatening the offender with their overwhelming might.

About the same time, there was a popular argument against world government, which was that governments are checked by both internal and external factors, but as a world government would have no external checks on it, it would be more likely to become tyrannical than that of a country with interested neighbours.

Calhamer and a friend attempted to simulate the Grand alliances of European History, but as their game was for 2 players with no means of representing an independent third party, the effort failed.

Meanwhile, a group were very keen on the Card game 'Hearts' in which several players competed as individuals. It was found that the game worked best if all the other players co-operated against the current-leader. Thus the lead tended to change hands often and so more players were in with a chance of being the leader at the end of the prearranged time. The competition was increased by decreeing that if the game ended in a tie between 2 players, everyone shared equally in the tie (Draws include all survivors?). In this way players who were far behind had an incentive to try to affect the result. It was observed that players who were not conversant with the technicalities tended to play for second place, thus spoiling the balance of the game and detracting from their own chance of winning. It was thought that if negotiations were permitted, the players who were affected by this bad strategy could inform the offenders and advise them of better play. If this effort failed, then in addition to blaming the result on the foolishness of another, each player could blame himself for not successfully persuading the opponent to change his strategy.

In using these ideas to construct a game of alliances, Calhamer turned to Chess where he borrowed the move of the King and the number of spaces (about 64). Despite the limited range of this move, the number of pieces on the board ensured a good concentration of force. The idea was to make the actual 'war game' as simple as possible so as not to detract from the off-board agreements.

In 1952, Allan Calhamer studied nineteenth century European history at Harvard under a professor who specialized in the Origins of the World War. The professor wrote a book about this subject, revealing how the pre-war developments consisted of 2-or-3 party agreements and how many of these agreements were made verbally and were hastily drafted.

At the same time, he studied Geopolitics which investigated how the international power struggle was affected by the nature of the earth's surface. This led to the idea of diplomacy being fought simultaneously on land and sea whereas most games of the time were purely land-warfare based, or simulated sea-battles alone. The decision whether to build an Army or a Fleet is one of the most important in Diplomacy and often the state of the game can be discovered by observing the numbers of each type of unit held by a player.

In designing the tactics, the inventor resorted to the Napoleonic Principle, "Unite to fight, separate to live." Separation is achieved by permitting only one unit to be in any space, whilst a concentration of force is obtained by the support concept. The use of supply centers causes a further dispersion of forces and emphasises an economic aspect of the game. This approach is reminiscent of the 'indirect approach' of Liddel-Hart.

## The invention of Diplomacy (Cont from P5).....

The notion that a player may tell all the lies he wants, and cross people up as he pleases came up accidentally because it was the most realistic in international affairs and was also the most workable approach to the game. The requirement of players to stick to alliances would require a chivvying kind of negotiation and also an incorporation into the game of a form of contract law.

The game was completed in 1954 and has undergone relatively little change. Some changes have been made to the map to attempt to make the countries more equal; a copy of the early map can be found in the Avalon - Hill GAMERS GUIDE TO DIPLOMACY. These revisions took place in 1958 and a year later, after every major game-producer had rejected it, Allen had 500 sets manufactured on his own initiative. In 1960 Games Research Inc took over the marketing and as sales continued to rise, Philmar and Avalon-Hill commenced production.

## BROWN SPEAKS HIS MIND!

Some comments came in about what I had to say about PASSCHENDAELE last issue. Randolph Smyth said "Took you long enough fellow." A mr. Vonnegut (A non subscriber) wrote in with a little wittisms, "Concentrate on the good and ignore the bad." Nice saying, I guess, but what the hell does it mean? Bill LaFosse sent in a very long letter about dead cats (Along with a really excellent issue of his new zine, see P2) and he said, "who the hell does this bastard think he is!" Write on Bill! We have to eliminate the wheat from the chaf in order to make the wonderfull Canadian Diplomacy Hobby Institution strong, I think?

Since I am now owning up to the INFIDEL fake of 1 year ago I think that it would be a good idea to protect SNAFU from some unscrupulous person who may consider me rife for a fake now (People in glass houses etc....). All subscribers will now have a secret code that only I and they will know. Not even my wife....er...Ann..knows what they are. However so that I do not forget what the codes are, here is the way that I will do it. Your secret code (Don't mention it to anyone!) will be the last 3 letters of your last name written backwards. Can you remember that?

Now that I have given the orphan games back to the original GM's (Minus ½ dozen Southern Ontario Players) I can now continue on the original plan that I had for SNAFU! That is to be a small zine, nicely put together, with just a bit of relevant news and games. To ensure that the games in SNAFU! are always housed, I have made a deal with Brad Wilson of BORN TO DIP. Brad assures me that there will always be a place for SNAFU games in his zine. I'm so sure that BTD will be a success that I have joined a game there under one of his "Guest GM's".

I guess here would be a good spot to list my personal games record for pbm diplomacy. Sorta like Mr X goes North.

Solo Wins. Tied Wins. 2nd. 3rd. 4th. 5th. 6th. 7th. Resigned. NMR'd out.

|    |    |   |   |   |   |   |   |     |    |
|----|----|---|---|---|---|---|---|-----|----|
| 15 | 23 | 4 | 5 | 3 | 2 | 1 | - | 123 | 46 |
|----|----|---|---|---|---|---|---|-----|----|

Some people have accused me of going for the win at the expense of my ally. S'not true! Those 15 solo wins are purely accidental. In each one of those games my ally either dropped from the game or accidentally vacated his home provinces. Actually, my record isn't too bad for someone who has only been in the hobby for 1 year. In case you don't remember seeing me around the diplomacy circuit, it's because I ~~play~~ play under my pseudonym of 'Shelly Winters'.

## BATTLE STATIONS

Blacklist: The following have dropped out of their games in SNAFU! without resigning or have publicly said something bad about SNAFU! Other publishers are advised to be wary of having anything to do with them!

\*Repeat offenders.

#To be shot on sight.

Bob Acheson, Bob Albrecht\*, David Anderson, Gordon Argyle, Bob Arnett, Dave Arnott, Peter Ashley, Walt Aucott, Gerry Austin, Trevor Baillie\*, Allen Barwick, Marion Bates, Konrad Baumeister, Mark Berch, Steve Berrigan, Doug Beyerlein, Kerry Blant, Gene Boggess, Jim Bouden, Ron (The other one!) Brown, Thom Burnett, Mike Carroll\*, Gary Carson, John Caruso, Kelly Clemensen, Steve Colombo, Pat Conlon, Gary Coughlan# (Due to the insidious nature of his crimes, a reward is offered. See P10), Francois Cuerrier# (Aim for the stomach!), Blair Cusack, John Davies, Don Del Grande, Greg Dicovitsky, Don Ditter alias Buddy Tretrick, Wade Dudly, Jerome Dunn, Chris Edwards, Mark Elliot, Gary Fairbairn, Jack Fleming, Brian Flower, Kirby Garrett, Claude Charles Gautron, Dr Al Giddings alias the "Mad Dentist" of Enid OK, Robert Goldberg, Paul Goodrich, Dave Grabar, Scott Haiber, Tim R. Haffey, Scott Hanson, Bill Hart, Kevin Hart, Barry Hickey#, Don Horton, Bill Hugh, Tom Hurst, Steve Hutton, Alan Incorvaia, Ed Jacobs, Jan Jensen, Robert Jewett, Brian Johnston, Jack Jung, Bryan Jurkowski, Eric Kane, Doug Karnes, Rick Kassel, John Kelley, Ron Kelly, Lee Kendter (What the HELL! Make it the whole Kendter family!!), Bill LaFosse#, Doug Landon, Mark Larzelere, Kai-Fu Lee, John Leeder, Mark Lew, Bruce Linsey##, John Lipscomb#, Andy Lischett, Walter Loy, Jerry Lucas, Kathy Lynch\*, Dan 'Shelly Winters' MacLellan, Tom 'fast fingers' Mainardi, Fred Malmberg, Dave Manual\*, Dick Martin\*, Alaine Martine, John H Masters\*, Mike Mazzer, Vic Melucci, Keith Mercer, John Mih'ol'ski, George and Mary Mills, Mike Mills, Tom Monaghan, Ralph Morton, Lanny Myers, Roy Norton, Jeff Noto, Wayne Norton, Bob Olsen, Debbie Osborne, William Osmanson, Glenn Overby, Eric Ozog, D.S.Palter, Allan Parr, Al Pearson# (For Uncanadian activities), Dave Perlmutter\*, Scott Peth, Joseph Petrie, Dave Peirce, Errol Platt, Hugh Polley, Russel Pugh, Paul Rauterberg, Clark Reynolds, Al Rodriguez, Al Ronderos, Steve Rose, Nick Russon#, Bernie Sampson, Tony Schafer, Vern Schaller, Bruce Schnier, Charles Scott, TRO Sherwood, Don Sigwalt and Angie, Malc Smith, Randolph Smyth, Don Stafford, Bobby Stephens, Gregory Stewart, Tony Strickland, Don Swartz, Tom Swider, Annalee Tanen, Kelly Tilley, Don Tinker, Clive Tonge#, Andre Torres, Kevin Turner, Jim Vaughan, Paul Wakefield, Peter Walker, Doug Warfel, Tony Watson, Dave Weatherhead, Mark Wiedmark\*#, Allen Wells\*, Fred Wiedemeyer, Don Williams, Brad Wilson#, Tim Winger, Robert WYatt, Ben Zablocki,

I am planning on going through my files to update this list since I'm sure that there should be more than that.

Good Guys: The following have played out their positions and so are now excused from paying game fees for subsequent games:

Pete Gaughan, Charles Letcher and Bernie Oaklyn.

NMR Insurance: Sharon and Bruce Poppe (Is the Poppe Catholic?), Dan Wilson, Jack Jung and a few others who I cannot remember now (You think I enjoy staying home and typing this up?).

Subs about to expire: Why don't yall send some money so I don't have to do this?

Standbys: Since all my standbys are on the Blacklist I am looking for new ones. Surely there must be some decent folk out there?



CANADIAN GMS INVITATIONAL GAME.

81 ZZZ

SPRING , 1901: ENGLAND OPENS WITH CHRISTMAS VOLKER FAKE, THE ALPINE CHICKENS AND WE ALL AGREE WITH BRUX (oops, wrong fake!).

AUS (Barry Hickey): F Tri-ALB\*; A VIE-TYR\*; A BUD TRI\*.  
ENG (Dave Carter): F Edi\*(S) F Lon-NTH\*; A Liv-Wal.  
FRA (John Leeder): A Mar\* & F Bre\* (S) A Par-Gas\*.  
GER (Smyth): A Mun-Bur\*; F Kie-Hol\*; A Ber-Mun\*;  
ITA (Peter Walker): F Nap-Ion\*; A Ven-Pie\*; A Rom-Nap\*.  
RUS (Francois Cuerrier): F StP-GOB\*; A Mos-Ukr\*; A War-Liv\*; F Sev-Bla\*.  
TUR (Bruce Stewart): F Ank-Arm\*; A Con-Smy\*; a Smy-Syr\*.

FALL 1901 due FRIDAY DECEMBER 25th. It's no big day for me anyway so at least I will have something to do.

NOTE: Not a bad start to this game, no NMR's despite having 2½ players from Southern Ontario (Where the hell is Omemmee anyway!??). I know that Barry hasn't NMR'd but I'm calling for a standby anyway. Will D.S.Palter please stand by for Austria. Yes, I know that he isn't Canadian but I don't want any delays in this game and how many GM's are there in Canada anyway?

PRESS

Palter-World: If nobody writes to me how can I tear off little shred of paper and return the favour. Please allow margins for my comments when you write.

GM-Palter: How did you get in there?

Germany - GM: Bruce Stewart? How the hell did he get there?

More 81ZZZ PRESS On page 10....

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DISCLAIMER!!!

Any relationship between this SNAFU and the real one is entirely accidental! This one is much better!! However should some of you have got this far and not realized that it is a fake (Alas Yes, it is a fake!) I humbly apologize for the inconvenience.

As for the December 10th, 1980 INFIDEL fake - Yes that was done by Ron Brown! I only found out about it very recently and I decided that what is good for the Goose etc.....

Chim Cher Roo

Clive & Nick.